
Skilled Manager & Creative Professional with in-depth knowledge of film production, fabrication, logistics, sustainability & asset management.
Highly motivated self starter with a passion for design and creating collaborative, organized work environments.

EcoSet Consulting - Manager

- Managed the intake, organization and redistribution of production assets in a warehouse environment.
- As a Project Manager, my focus was to offset production waste and support sustainable re-use of set construction materials, props and expendables to filmmakers as well as the redistribution of home goods to non-profit organizations.
- This position required management of warehouse staff and laborers, use of heavy machinery, inventory database processing and client communication to support the full life-cycle of a project.

ToyWiz - Product Photographer & Inventory Manager

- Inventoried and photographed all retail products for online sales at a well known collectible toy company.
- Products required delicate handling and highly detailed documentation for collectors.

Neuberger Museum of Art - Art Preparator

- Installed large scale Art Exhibitions including historically significant paintings, interactive sculptures, video art and international artifacts.
- Duties included packaging high value artwork for shipping and transportation, including custom crate assembly, as well as painting and restoring multiple 10,000+ sq/ft gallery spaces.
- Artwork installation often required the use of scissor lifts, forklifts and varying power tools.

Little Dot Studios - Production Designer, Art Producer

- From 2018 - 2024 I worked as a Department Head to create branded content for companies such as Disney, Pixar, MGA, WB and Mattel.
- Responsibilities included working directly with clients, producers, and other film departments through pre-production to wrap.
- As the Production Designer, I was responsible for the conception, architectural rendering, assembly and strike of custom standing sets.
- Management of commercial products, prototypes and other high value assets provided by the client.
- Developed a set storage system for this agency to streamline reuse of multiple long running shows including *Disney Princess Club*, *Pixar Cars Garage*, *Batman Science Lab* and *Polly Pocket's Tiny Mighty Club* creating both cost savings and furthering sustainability initiatives.

Mycotoo - Art Director

- Worked on the development, design and execution of large scale projects including *One Piece: The Quest for the Devil Fruit* for Netflix House, *iHeart Radio: House of Music* and *The Stranger Things Experience*.
- Handling well known I.P.'s to develop experiences that compliment and enhance the brand's identity and bolster fan engagement.
- Working directly with the Netflix Experiences team to bring a project from conception to reality, while following strict fabrication requirements for interactive public activations per city.
- Building relationships with key vendors such as international scenic companies, lighting firms, interactive game developers and labor companies.

LucasFilm - Art Director

- As a key member of the Art Department, I worked on *The Mandalorian* and *Grogu* throughout the entire production.
- Responsibilities included management of external vendors for custom fabrication projects such as Neon Signage, material purchasing, acquiring assets from third-party storage locations for re-use and facilitating the acquisition of physical assets from the Star Wars archives.
- Maintaining Art Department priorities while supporting logistics of external departments to create efficiencies wherever possible.

20th Television - Assistant Art Director

- Paradise (Season 3) required a very fast paced shooting schedule, with several units working at once and very limited prep time.
- Scope of work included set renderings, material sourcing, location scouting, historical research, extensive graphics management, coordination with Transportation to move a high volume of vintage picture cars and process alignment with VFX and Stunts.
- Management of external vendors for projects such as custom upholstery or signage.
- Shared responsibility and effective communication were mandatory to ensure project success.

Skills: Budget Management, Crew Management, Sourcing and Logistics, Set Design and Construction, 3D Modeling, Graphic Design, Prop Fabrication, Historical Research, Scenic Painting, Sustainability, Sewing and Carpentry. Ability to lift 30+ lbs and drive a 24' box truck.

Programs: Rhino 8, Sketchup Pro, Photoshop, Illustrator, Lightroom, Sync on Set, Asset Hub, Procreate, Google Suite, Microsoft Suite, Slack, Teams, Asana

Affiliations: Art Directors Guild *IATSE Local 800*, Production Designers Collective

Education: School of Visual Arts (2014), Fashion Institute of Technology (2007 - 2012), Crucible Arts Center (2007), Rockland Community College (2005-2006, 2009)
